

In the Claims

This listing of claims will replace all prior versions and listings of claims in the application:

1 1. (Original) A method of generating an image having a
2 plurality of bands, comprising the steps of:

3 receiving a page description representative of elements of the
4 image;

5 building a display list buffer having a plurality of display
6 list elements (DLE) derived from the page description, each display
7 list element being representative of a corresponding graphic item;
8 and

9 building a banded display list representative of the plurality
10 of bands of the image, wherein for each band of the plurality of
11 bands a set of templates is stored in the banded display list in
12 which each template points to a DLE in the display list buffer for
13 each corresponding graphic item that is spawned within the band.

1 2. (Original) The method of Claim 1, further comprising the
2 step of rendering each band by using the set of templates stored
3 for that band to access a corresponding set of DLEs from the
4 display list buffer.

1 3. (Original) The method of Claim 1, wherein each template
2 contains an opcode field that describes the DLE being pointed to.

1 4. (Original) The method of Claim 1, wherein each template
2 contains a number of elements field that specifies a number of
3 elements of a vector DLE being pointed to that falls within the
4 band.

1 5. (Currently Amended) ~~The A~~ method of ~~Claim 1,~~ generating
2 an image having a plurality of bands, comprising the steps of:
3 receiving a page description representative of elements of the
4 image;
5 building a display list buffer having a plurality of display
6 list elements (DLE) derived from the page description, each display
7 list element being representative of a corresponding graphic item;
8 and
9 building a banded display list representative of the plurality
10 of bands of the image, wherein for each band of the plurality of
11 bands a set of templates is stored in the banded display list in
12 which each template points to a DLE in the display list buffer for
13 each corresponding graphic item that is spawned within the band,
14 wherein each template contains a header offset field that specifies
15 a bounding box in the display list buffer for a vector set of DLEs
16 that are interpreted together.

1 6. (Currently Amended) ~~The A~~ method of ~~Claim 1,~~ generating
2 an image having a plurality of bands, comprising the steps of:
3 receiving a page description representative of elements of the
4 image;
5 building a display list buffer having a plurality of display
6 list elements (DLE) derived from the page description, each display
7 list element being representative of a corresponding graphic item;
8 and
9 building a banded display list representative of the plurality
10 of bands of the image, wherein for each band of the plurality of
11 bands a set of templates is stored in the banded display list in
12 which each template points to a DLE in the display list buffer for
13 each corresponding graphic item that is spawned within the band,
14 wherein each template contains a DLE offset field that specifies an

15 offset in the display list buffer of the first element of a vector
16 set of DLEs that is being pointed to.

1 7 (Original) A method of generating an image having a
2 plurality of bands, comprising the steps of:
3 receiving a page description representative of elements of the
4 image;
5 building a display list buffer having a plurality of display
6 list elements (DLE) derived from the page description, each display
7 list element being representative of a corresponding graphic item;
8 building a banded display list representative of the plurality
9 of bands of the image, wherein for each band of the plurality of
10 bands a set of templates is stored the banded display list in which
11 each template points to a DLE in the display list buffer for each
12 corresponding graphic item that is spawned within the band, wherein
13 each template comprises opcode field that describes the DLE being
14 pointed to, a number of elements field that specifies a number of
15 elements of a vector DLE being pointed to that falls within the
16 band, a header offset field that specifies a bounding box in the
17 display list buffer for a vector set of DLEs that are interpreted
18 together, and a DLE offset field that specifies an offset in the
19 display list buffer of the first element of a vector set of DLEs
20 that is being pointed to; and
21 rendering each band by using the set of templates stored for
22 that band to access a corresponding set of DLEs from the display
23 list buffer.

1 8. (Original) An image processing system that renders a
2 graphical image in a banded manner, the system comprising:
3 a microprocessor contained on a single integrated circuit
4 connected to an on-chip memory within the integrated circuit;

5 an image buffer memory connected to the microprocessor to
6 receive rendered bands;
7 means for displaying the image connected to receive each
8 rendered band for display; and
9 wherein the microprocessor is operable to prepare a page
10 having a plurality of bands for display by performing the steps of:
11 receiving a page description representative of elements of the
12 image;
13 building a display list buffer having a plurality of display
14 list elements (DLE) derived from the page description, each display
15 list element being representative of a corresponding graphic item;
16 building a banded display list representative of the plurality
17 of bands of the image, wherein for each band of the plurality of
18 bands a set of templates is stored in the banded display list in
19 which each template points to a DLE in the display list buffer for
20 each corresponding graphic item that is spawned within the band;
21 and
22 rendering each band by using the set of templates stored for
23 that band to access a corresponding set of DLEs from the display
24 list buffer.

1 9. (Original) The system of Claim 8, wherein the step of
2 rendering comprises loading a set of templates for each of the
3 plurality of bands into the on-chip memory.

1 10. (Original) The system of Claim 9, wherein the image
2 buffer is a band buffer located in the on-chip memory and wherein
3 the plurality of templates for each of the plurality of bands is
4 loaded into the on-chip memory together with the band buffer.

1 11. (Original) The system of Claim 8 being a printer, wherein
2 the means for displaying is a print engine connected to receive
3 each rendered band for printing.